# LED 9 BASIC PROGRAMMING INSTRUCTIONS

For users that did not purchase the hand held remote control, simply use the buttons on the back of the display timer to navigate through the menus.

To manually program the display, remove the black plugs (as pictured) on the backside of the display.

The top button is the S1 or the SET button. This button allows the user to change the value of what is displayed. Pressing the S1 or SET button will advance the value to a higher number – example if the time per coin is 30 seconds, each time the S1/SET button is pressed, it will make the displayed value larger. Alternatively, if the SET button is held down, it will lower the value displayed.
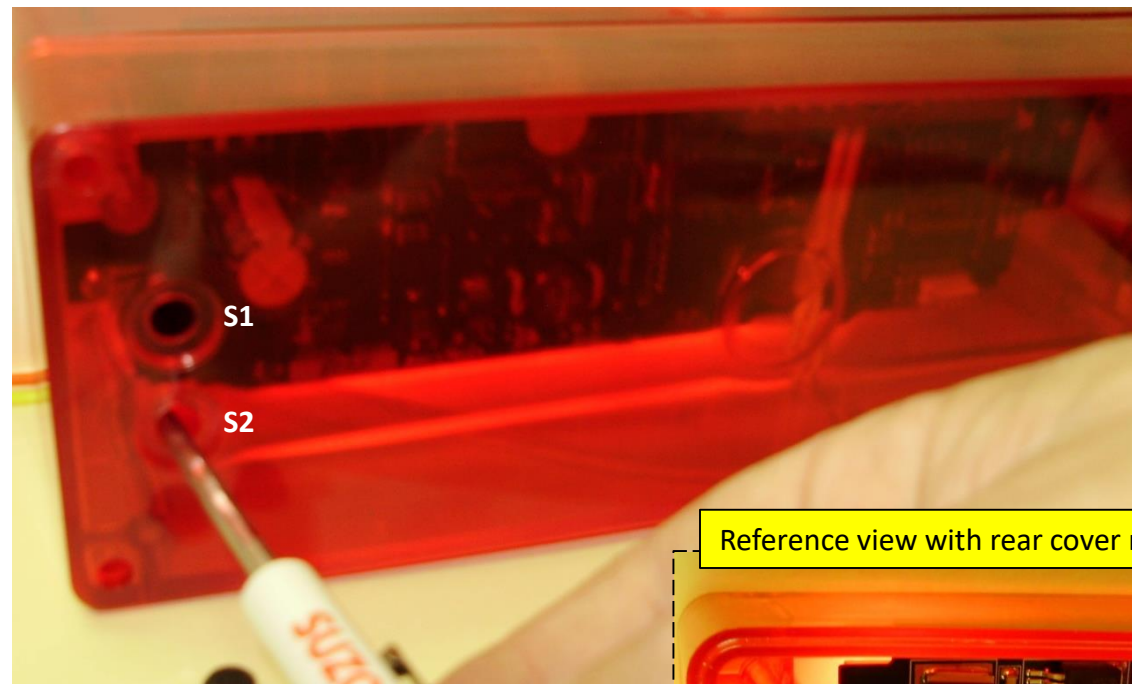
The bottom button is the S2 or the MODE button. This button must be pressed first to get the user into the programming menus. Each time S2/MODE button is pressed after that, will advance the user through the different menus.


TOP SIDE OF DISPLAY

S1/SET
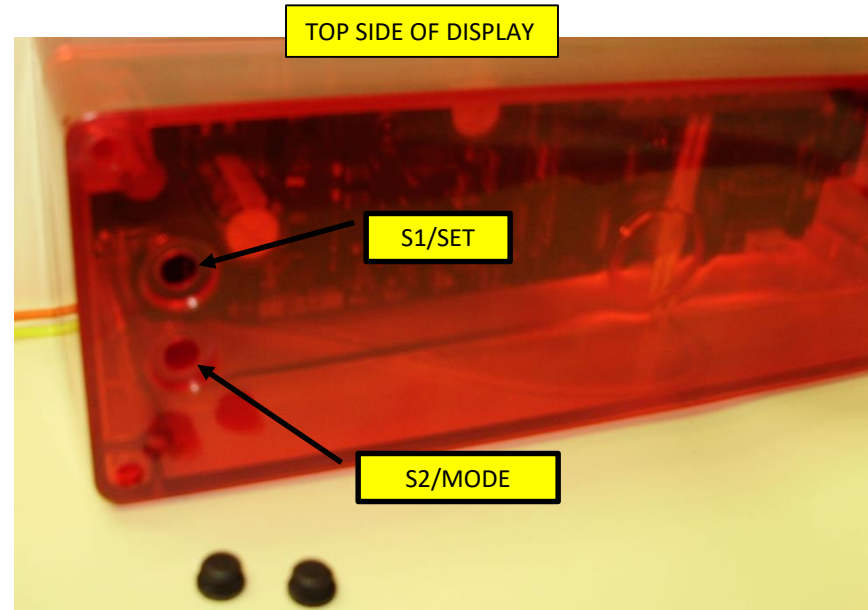
S2/MODE

Use a small screwdriver, golf tee, stirring straw, etc. to press the push the buttons inside of the display.

NOTE: if too much time is taken between settings, the display will automatically exit back to operating mode and the S2/MODE button will have to be activated again to get back into the programming parameters.

Below is a reference view of the push buttons with the rear cover removed.

S1

S2

S1

S2
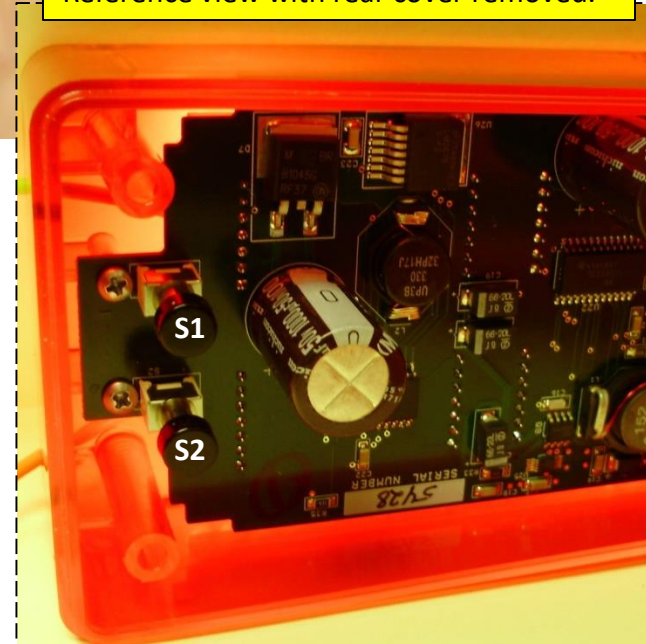
For basic display programming, two things will need to be determined for each function available on the machine: Time Per Coin and Coins to Start.

Depending on the model of the machine purchased, there will be variations on which functions to program. The following pages explain how to do the basic programming on the display and what parameters should be programmed.

Below is a listing of the first 13, basic programming parameters:
- COIN VALUE (the first parameter)
- TIME PER COIN (FUNCTIONS A THROUGH F, or parameters 2-7)
- COINS TO START (FUNCTIONS A THROUGH F, or parameters 8-13)

These are explained on the following pages -

Coin Value – this is the first parameter and is usually set for .25 cents for a single coin pulse.
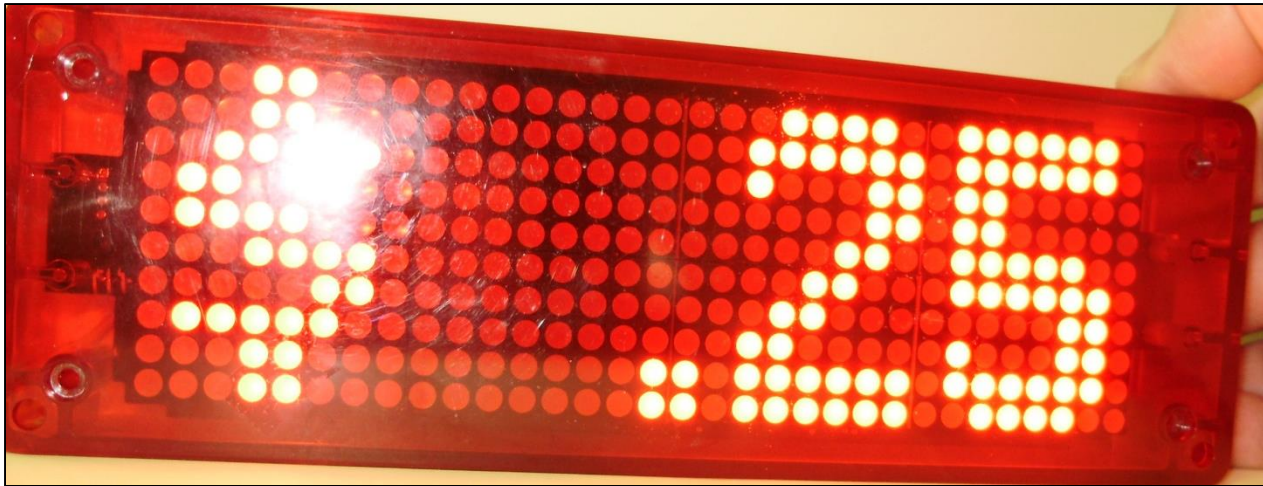
Hint: Coin Value parameter is always the first parameter seen and can be identified by the $ sign and/or a decimal in front of the value.

Time Per Coin/Pulse - for functions A through F (first grouping after Coin Value):

All 290xx Ultra Models:

Function A = 2 motor vac

Function B = 3 motor "TURBO" vac

Function C = Shampoo/Spot remover (for models with the shampoo/spot option)

Function D = Tire inflation compressor or Turbo Towel (for models with these options)

Function E = Fragrance or Tire Shine (for models with these options)

Function F = Not used

Hint: Time Per Coin parameters A through F are always the first parameter group after Coin Value and can be identified by the colon character (:) which denotes time.

Number of Coins/Pulses to Start function - for functions A through F (next grouping after Time Per Coin grouping A through F):

All 290xx Ultra Models:

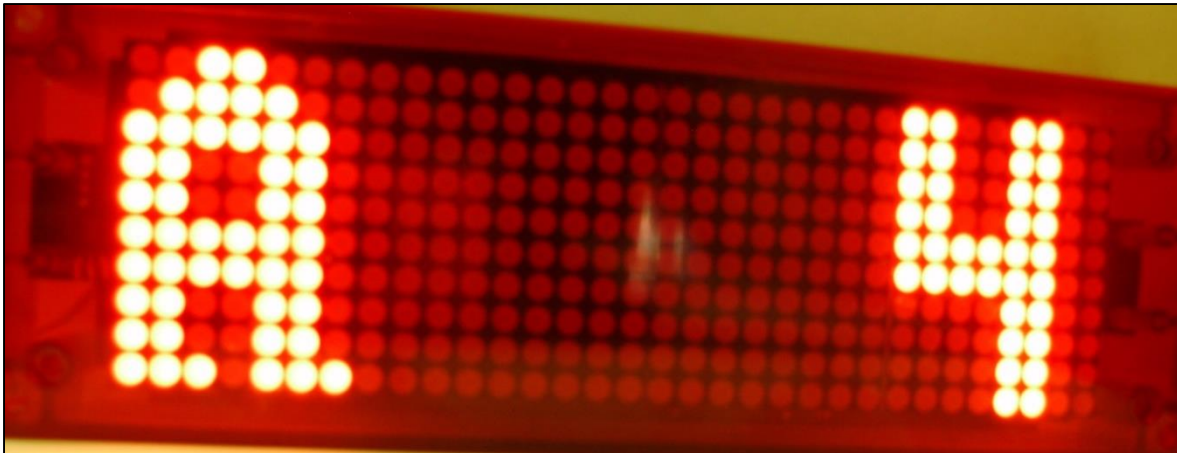Function A = Number of coins to start 2 Motor Vac function

Function B = Number of coins to start 3 Motor "TURBO" Vac

Function C = Number of coins to start Shampoo/Spot Remover

Function D = Number of coins to start Tire Inflation Compressor or Turbo Towel

Function E = Number of coins to start Fragrance or Tire Shine

Function F = Not used

Hint: Number of Coins to Start parameters A through F are always the next parameter group after Time Per Coins and can be identified by no extra character (colon or dollar sign) on the screen as pictured in the example.

Typical Programming Examples – **same coins to start**:

29060 – Shampoo, Fragrance, Vacuum
Function A - Time Per Coin for Vacuum = 1:15
Function B - Time Per Coin for Turbo Vacuum = 1:00
Function C - Time Per Coin for Shampoo/Spot = 45
Function D - not used on this model
Function E - Time Per Coin for Fragrance = 15
Function F - not used

Function A - Coins to Start for Vacuum = 4
Function B - Coins to Start for Turbo Vacuum = 4
Function C - Coins to Start for Shampoo/Spot = 4
Function D - not used on this model
Function E - Coins to Start for Fragrance = 4
Function F – not used

Vacuum function will run for 300 seconds or 5 minutes
(1:15 minutes or 75 seconds x 4 coins = 300 seconds of
time)

Turbo Vacuum function will run for 240 seconds or 4
minutes (1:00 minute or 60 seconds x 4 coins = 240
seconds of time)

Shampoo/Spot function will run for 180 seconds or 3
minutes (45 seconds x 4 coins = 180 seconds of time)

Fragrance function will run for 60 seconds or 1 minute
(15 seconds x 4 coins = 60 seconds of time)

Typical Programming Examples – **various coins to start**:

29060 – Shampoo, Fragrance, Vacuum
Function A - Time Per Coin for Vacuum = 1:15
Function B - Time Per Coin for Turbo Vacuum = 1:00
Function C - Time Per Coin for Shampoo/Spot = 30
Function D - not used on this model
Function E - Time Per Coin for Fragrance = 8
Function F - not used

Function A - Coins to Start for Vacuum = 4
Function B - Coins to Start for Turbo Vacuum = 5
Function C - Coins to Start for Shampoo/Spot = 8
Function D - not used on this model
Function E - Coins to Start for Fragrance = 8
Function F – not used

Vacuum function will run for 300 seconds or 5 minutes
(1:15 minutes or 75 seconds x 4 coins = 300 seconds of
time)

Turbo Vacuum function will run for 300 seconds or 5
minutes (1:00 minute or 60 seconds x 5 coins = 300
seconds of time)

Shampoo/Spot function will run for 240 seconds or 4
minutes (30 seconds x 8 coins = 240 seconds of time)

Fragrance function will run for 64 seconds or 1 minute, 4
seconds (8 seconds x 8 coins = 64 seconds of time)

When finished with programming, let the timer sit idle and it will automatically exit back to user mode.